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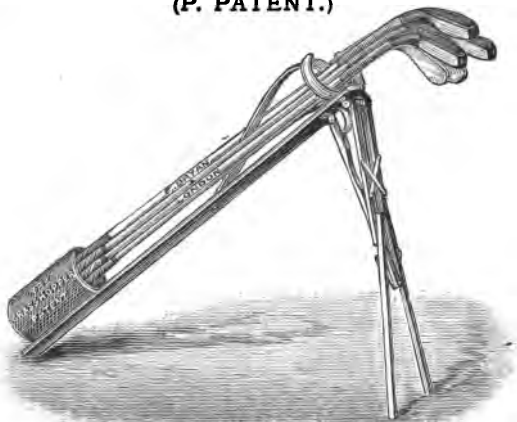
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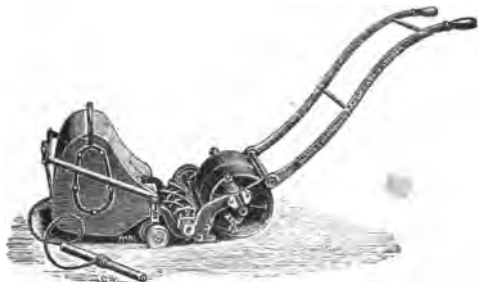
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PREFATORY NOTE.

IN writing this little treatise on Golf, I have endeavoured to maintain brevity and conciseness. Doubtless in regard to the first of these qualifications I have succeeded ; but in the matter of conciseness, if there be any part of the subject on which a beginner would like any further explanation, or any further information, I should at any time be only too glad to answer him by letter.

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G O L F.

CHAPTER I.

THE HISTORY OF THE GAME.

OF the origin and history of this game little need be said. The term "golf," pronounced *goff*, is evidently derived from the German word *kolbe*, signifying a club, or the Dutch word *kolf*, of similar meaning, and implying a game which is played with club and ball. Games with club and ball are numerous, and their origin is doubtless coeval with man.

From time to time throughout the history of the world, the game of club and ball has assumed various forms. For example, cricket is none other than such a game, as also croquet, billiards, polo, and hockey, which, by the way, is sometimes called "bandy" by the rustics in some parts of the country, especially in the eastern counties.

But so far as Britain is concerned, the origin of golf must be conceded to Scotland, where, as early as March, 1457, the game was being played with such zeal as greatly to interfere with what was deemed a more popular necessity, viz. that of training in archery. Although decrees were passed that golf "*be cryit down and nocht usit*," and that "*no place be used for futeball, golfe, or other sik unprofitabill sportes*," the people gave no heed. Somehow

they had become possessed of so fascinating a sport, that it further became necessary "*to prohibit such pastimes as golf upon the Sabbath day.*" It may be the people were more amenable to this last decree, but nothing could dislodge the love and delight which the people of Scotland have always entertained for this their favourite game. In the end, however, it was recognized as the national game of Scotland, and monarchs became not only its patrons, but they also distinguished themselves in the practice of the noble science.

Golf is now becoming one of the most popular games of the present day. This is proved by the numerous notices which have lately appeared on the subject, as also by the rapid spread of the game south of the Tweed during the last fourteen years.

In 1875, when the writer, assisted by a few friends, started the Cambridge University Golf Club, there were very few English greens opened for golf. But one can hardly take up a daily paper now without meeting some record of the establishment of a new green, not in Britain only, but in all parts of Europe, the colonies, and in America. As a lover of golf, I am constrained to say I think no man is more to be pitied than he who has not yet learned to play the game; and I can truthfully assert that few, if any, who have once learned the game, give it up unless physically compelled to do so. No saying is more true than, "once a golfer, always a golfer."

My object, however, is not merely to incite a love for the game. I desire at the outset to notice some of its many advantages. To play the game successfully requires a vast amount of most prompt and careful judgment. It entails also the most invigorating and healthy action of arms and legs. Indeed, I might say, although in regard to

it there may be exceptions, a good golfer should possess the cool head of a professional whist or chess player. He should possess, moreover, the arms of a navvy or blacksmith, and the untiring energy of a devoted September sportsman.

In golfing there is no stationary work for either legs, arms, or brain. Like the face of nature, the game is a series of perpetual changes. Problem after problem, or, if you like it better, difficulty after difficulty arises, which you are called upon to surmount by cool judgment and prompt action. And as those difficulties, subject as they are to the rules of chance, may never occur twice under similar circumstances, the exercise of judgment has therefore the wider scope. In golfing there is no call, as in the game of cricket, for any sudden and violent exercise to be followed by a chilling inactivity.

Another great advantage which golf possesses, and which is uncommon to most outdoor games, is this: it can be played, and indeed is played, all the year round. It is possible with red balls to play it in snow, which, I may say, from personal experience, adds considerably to the already invigorating exercise of walking, thinking, and striking. I say thinking, but of what? Here I must needs add a caution. A man will never excel in the art if, while playing golf, either in sunshine, rain, or snow, he allows his mind to wander from the work in hand. From beginning to finish, whenever playing, his mind must be closed to all else.

But not only can golf be played all the year round; it may also, in a sense, be played from the cradle to the tomb. A child cannot begin too early. Although children and old men are physically unable to play a good game, or a game in full, still they may enjoy themselves almost equally as much as the stronger athlete. Anyhow, to

either young or old, the game supplies them with every opportunity for getting plenty of fresh air and exercise suitable to their feeble strength. It is a most common observation that a tiny child, as also an old man, enjoy their feeble blows, or foozling along the greensward, quite as much as the terrific driver or even the crack professional.

There are some men to whom the term "duffer" is applied. Many of such men are blessed with great muscular power, and nothing seems to give them so much pleasure as driving a ball single-handed, and in that way fumbling, topping, and bunkering over a golf-course. But even an indifferent player, or an elderly man who cannot stand too much hard work, can indulge in a modified form of the game. He may play in what is called a "foursome" by securing a partner better qualified than himself, or by special arrangement he may hire a first-class professional to pull him through. As a rule, a bad driver is a good hand at the short game. A foursome is by no means such hard work as a "single." In the former case, the partners playing every alternate stroke, it amounts to just one half of arms' work, unless one's ally is continually landing himself in the jaws of some terrific sand-bunker. Some men prefer the milder work of a foursome to the harder work of a single. Others, again, will play a single in the morning and a foursome in the afternoon. To wit, a gallant colonel said to me last summer, "I never play 'singles' both morning and afternoon. It's far too hard work." The sequel to the old adage, "All work and no play," crossed my mind, and it occurred to me that the gallant colonel had invented a new application of the old proverb.

Golf, then, is a game admirably adapted for almost all conditions of men. It results in the formation of friendly societies, such as gentlemen's clubs, artisans' clubs, caddies'

clubs, and in seaside places there are also fishermen's clubs. All these, as a rule, meet and play on the same green without any collision whatever. This arises from the fact that all submit to the strict discipline of the game. Indeed, a golf rule commands, I fear, more respect and prompt obedience than do many in the Decalogue.

Another great advantage connected with golf is this, viz. that as a rule you can always choose your own partner. But sometimes in match play you may become paired with a stranger ; still, however, in that stranger you may discover one whose further acquaintance would not be disagreeable to you. In this sense golf is a means of making friends by a more agreeable method than most games possess. At the risk of being condemned for an error of judgment, I am inclined to regard golf as the most sociable of all outdoor games. The companion of a day sometimes becomes the friend of a lifetime. And it is no uncommon thing for golfers thus allied in friendship to indulge in what is called a golfing tour, than which nothing more delightful can be conceived. Would you start with the old and venerable city, St. Andrews, in Fifeshire. There you will find the best links in all Britain, open and available to all comers, so long as the prescribed rules of the game are observed. And such are your privileges wherever you can find an open golf-course, of which there are now many.

Golf need not be a ruinously expensive game. In photography, when a man has secured to himself a good camera, the great expense is over. So is it in golf : when a man has provided himself with a complete set of clubs, he may keep his expenses, so far as the game is concerned, within a small compass. But, in addition to the clubs, I must not omit to mention the necessity of providing a convenient and suitable dress for golfing. A golfing rig-

out is neither extensive nor expensive. It is easily obtained, and few gentlemen's wardrobes are ever destitute of what is required under any emergency. The chief features of a golfer's dress are—a loose coat ; a loose shirt, with no stiffened abominations such as front, collars, and cuffs ; no braces, but in place thereof a waistbelt, so that there may be no impediment to a perfect freedom of action. In addition to these, well-nailed boots are required in order to obtain a firm foothold of the turf while walking, but more particularly when striking a ball. Spiked boots must never be used, as they would seriously damage the precious putting-greens around each hole.

But besides these not very expensive externals, something more is needed to play the game of golf. A man must needs have a good eye, and above all, a good temper. He must be content to recognize with equanimity an error of judgment, as well as to receive graciously any defeat, which he may sustain at the hand of the adversary with whom he may be contending. In case of defeat, let the cause be what it may, a man would do wisely if he contented himself to abide by the following motto : " Beaten, but not conquered." Cool players always score at golf in the long run, but a hasty temper leads to " pressing," " topping," " breaking clubs," and otherwise going to pieces in all parts of the game. Apart from these issues of a hasty temper, it very often happens that the coolest player is what is called " off his game." In that case there is no let or hindrance to his going out and practising by himself. It may be he is out of form in the use of one or more particular clubs ; for each club, as I shall set forth hereafter, is for a special purpose. But anyhow, he can by such quiet practice soon bring his hand round so as to resume its wonted cunning in the use of either this or that club.

By some persons, not players of course, golf has been regarded as a dangerous game. The nature of the danger may be gathered from the following remark once made to me by a looker-on, standing about midway on St. Andrews Links :—"I feel," he said, "as if I were in a rifle-range, and in close proximity to the target." Undoubtedly golf balls, in long drives, are sent through the air with almost the terrific velocity of a rifle-bullet. All golfers are aware of that fact ; but in proportion to the danger so are the precautions which are taken and recognized by all to avert the danger from themselves. Accidents, therefore, in playing golf seldom or never occur. No game is played where more careful and greater discipline is observed. By the rules of the game, no one may drive off the "tee" until the party in advance have played their second shot ; nor can the party following play on, or use the putting-green while the party in advance are themselves engaged in putting. I have played the game almost daily for the last twenty-one years, and mostly on overcrowded links ; but in the whole course of my experience I have been struck only three times—twice by spent balls, and once through the carelessness of a stupid and inexperienced caddie on the Cambridge Links. Mishaps are more likely to happen to strangers than to those who are versed in the game and the rules of the game. The golf-course is a place for players, but not for stargazers. If a man wishes to see the game played with safety to himself, let him walk with any party going out from beginning to end. But should he leave the party when about mid-course, it will most likely happen that he will find himself between the firing of the outgoing and incoming players. The danger of golf, therefore, is simply nothing to the golfer, though it may exist for the foolishly unwary.

CHAPTER II.

THE GOLF-COURSE.

WHILE setting forth some of the advantages to be derived from the game of golf, it occurred to me, Are there no disadvantages? I have come to the conclusion there are none, and I am able to suggest only one difficulty. The difficulty to which I allude, and which is more generally felt than any other, is that of obtaining the required amount of space to play the game according to its true and primitive character. A cricket-field, a tennis-ground, or space for football matches can easily be found anywhere. But a golf-course, like a race-course, is not so easily to be met with. For the former, as well as for the latter, a vast expanse of grassy turf is absolutely indispensable. The ground should be of an undulating character, and, moreover, it should abound in hazards of every description. Golf links of that character are to be met with chiefly by the seaside, especially on the east coast of Scotland. Similar places are to be met with on the east and south coasts of England, where many of them are now being appropriated to golf in consequence of the growing popularity of this most fascinating game. Inland greens are also becoming more numerous; but few, if any, can compete with those near the sea, by whose action in former times the surface of the country has been reduced to that undulating and irregular character, which is so essential for the necessary qualifications of a first-rate golf-course.

A golf-course should not be less than three miles in extent, and certainly not more than five miles. By this is meant the walk from beginning to finish; and the course, as much as possible, should partake of the character of a circular tour, so as to avoid collision between outgoing and incoming

players. In the course, and at distances varying from one hundred or one hundred and fifty to five hundred yards, according to the length of round, there should be, for the ordinary game, eighteen holes. But if the course be so limited as not to admit of that number, do not be tempted to cram in as many as possible. It would be better and wiser to have nine holes, and therewith be content to go the round twice and so complete the ordinary game. In the choice of position for the holes too much care and judgment cannot be exercised. They are the nucleus of every golfer's interest, and the first question which arises on selecting and laying out a golf-course is, Where shall the holes be placed? In most cases it happens their more favourable position regulates the distance between them. But let me suppose you to have it in your mind to lay out a golf-course. First, fix upon the starting-point. From that point, having decided upon the direction of going out and coming in, walk out some five hundred yards and look for a piece of clear, but undulating, smooth greensward of some twenty yards square.* The centre of this piece of ground may be taken for the first hole, and so on for every hole in the round. To prepare the holes, a disc of turf, about four and a quarter inches in diameter and depth, is removed with a cutter, specially constructed for the purpose. The hole is now lined with an iron tube or circlet in order to maintain its proper size and shape. The turf around each hole, if it be not already as smooth as a billiard table, must be so dealt with until it assumes that character. Such pieces of turf, about twenty yards square, are called the putting-greens, which will require much attention to keep them in proper order. The ground must be kept well rolled, and the grass closely cropped. On inland greens, if the soil be heavy and not sandy, such

* A putting-green should not be flat, like a lawn, nor yet too hilly.

greens, while play lasts, must be rolled and attended to daily. An occasional dose of sand and soot will be found very beneficial, as the former will tend to make the ground firmer, while the soot will check the action of worms.* No course can be deemed perfect unless it possesses smooth and true putting-greens. In each of the holes is placed a rod of iron, or wood, bearing a flag as a guide, indicating from a distance the place where the hole exists. Whether the course be undulating or flat, the necessity for such an indication is apparent. But sometimes the surface of the country may be so uneven that it is impossible to see from flag to flag so placed. In that case it is necessary to employ besides what are called guiding flags. These are mounted on staves to whatever height may be required, and are placed at certain convenient places to show in what direction the hole lies. On arriving at the putting-green, and while playing thereon, the small flag is removed from the hole, until the hole be scored, when the flag is again replaced for the guidance of the oncoming players. These flags, too, vary in colour, but only to the following extent. As far as the ninth hole going out, the flags should be white, and for all holes coming in, the flags should be red. On some greens, however, this order of things is reversed. This is a small matter, but I would advocate a uniformity of rule, as the want of it often causes confusion.

Near to each putting-green another important spot must be chosen as a starting-point from hole to hole. This is called the teeing-ground, which should be tolerably level, or inclined in the slightest degree. This ground is indicated by paint-marks on the turf. The starting-point at the beginning of the game is called the tee. Within the limits

* S. P. Charcoal is also strongly recommended, or a weak solution of paraffin and water.

of the paint-marks the ball must be placed, or what is called "teed." To tee a ball for driving, it is usual to place it on some small eminence on the surface of the turf; but many good players content themselves by simply placing the ball on the turf. A ball is sometimes teed on a few short blades of stiff grass. But as they are not always to be met with on a teeing-ground, other means are adopted in order to ensure the necessary slight elevation. By the side of each teeing-ground there should be placed a small box containing very fine wet sand, such as one meets with by the sea. From such a box take a small quantity of sand, and, after depositing it upon the turf, mould or pinch it to a small eminence by means of the thumb and first two fingers. On this eminence place the ball lightly, and it is ready for what is called the long drive.* Remember that when the ball is driven from the teeing-ground, it must not be handled again, except according to special rules providing for certain mishaps, until the hole before you has been either scored or given up.

Next we have to consider what should be the nature of a golf-course from hole to hole. I may say at once that if there were no hazards or impediments, the game itself would be stripped of all interest and fascination. For first-class links the ground should be undulating. Ground of that character affords an excellent hazard to a ball hit too low, but better known as a "skimming ball." The little valleys, too, may often prove a grassy grave for many a well-struck ball. But besides the hazards of hill and dale, there should also exist between every hole other impediments, such as sand-pits, known in golfing parlance by the term "bunkers." When a ball becomes engulfed in a sand-bunker it requires no small amount of

* Artificial tees can also be purchased where sand is not to be obtained.

skill to release and place it again upon *terra firma*. A special club, called the iron niblick, is required for the purpose ; but of this, as also of other clubs and their special uses, I shall speak later on.

h^o
6.B. ↙
In addition to bunkers between the holes, there may be dotted here and there small patches of whins or gorse. These may form an excellent boundary for a golf-course, to catch wild drives ; but whins and bushes about the *centre* of the course are an abomination, and they should be swept away with a ruthless and unsparing hand. Still, however, the nature of hazards will vary on every course. In fact, any obstacle might be termed a hazard. But the commonest hazards are sand-bunkers, whins, rushes, and burns or streamlets. On some greens, however, trees, hedges, cops, walls, railways, ravines, roads, footpaths, gravel-pits, and even rivulets are the difficulties to be surmounted. Unplayable traps should never be deemed a fair hazard. I therefore think that a rabbit-hole should not be regarded as a fair playable hazard. But still too great a number of well-selected hazards there cannot be, as so much of the interest of the game consists in avoiding or overcoming them.

CHAPTER III.

HOW TO PLAY THE GAME.

EVERY beginner will necessarily require to know the mode and order of playing the game of golf. Most of that information is conveyed by the rules of the game, but I will now endeavour to give it in as concise a form as possible. The most common modes of playing the game are termed "singles" and "foursomes." In a single match two

persons play one against the other, and in a foursome two persons play against other two, the partners playing alternate strokes. The great object of the play is to hole the ball by means of a fewer number of strokes than your opponent. Thus, in the case of A and B playing a single, if A employs four strokes to hole the ball, and B requires five strokes, the hole is counted to A. But if A and B hole the ball by an equal number of strokes the hole is what is termed halved, or divided. And so on, it is the same throughout the whole course of the usual number, eighteen holes. But besides singles and foursome, there are played sometimes what are called three, four, five, and even six ball matches. For example, a crack player will sometimes undertake to play his ball against the best of the balls of two or three medium players. Such games occupy a long time in going the whole round of the links, and it is impossible to play them on crowded greens. Matches of that kind are doubtless often invested with much interest; but as they require a vast amount of experience and cool judgment, I must strongly advise the beginner to keep to the more common forms of singles and foursomes, until he has made himself most familiar with all the details of the game.

Besides "hole play," which involves playing a succession of small matches from hole to hole round the links, there is also what is called "score play," which mode is adopted on such occasions as when a medal is played for. In this case a number of persons enter themselves for the competition. They are told off in pairs, and each pair is numbered consecutively, showing the order in which they are to start on the day of competition. The object of the play is to show which of all the competitors takes the fewest number of strokes to hole the ball in whatsoever

number of holes may constitute the whole course. Each person is supplied with a card on which to register the strokes of his opponent. A marker, who is supplied with a card on which to register the number of strokes, accompanies each player; but it often happens that a sufficient number of markers cannot be found. In that case it is customary for each player to register the strokes of his companion. Again, it sometimes happens, while A and B are thus playing together, that the strokes of A become so considerable in number as to afford him no chance whatever of winning the medal, or prize of competition. Under these circumstances it is not unusual for A to tear up his card and retire from the competition. It is more gentlemanly, however, to accompany your companion and to continue playing to the best of your ability in order to keep up his game.

Now, in "match play" it is easier to retrieve one's self than in this so-called score play. For example, in match play, taking seven or eight strokes for the first hole against four of your adversary means only one lost hole, whereas seven or eight on the scoring card at the commencement of a long five-mile round in score play has a bad moral effect. It is a veritable sword of Damocles. It burdens the mind of the player, and puts, metaphorically, the drag on his play the whole round.

Odds.

In ordinary play it sometimes happens, as in all other games, that necessity may arise for the giving of strokes or odds, so as to equalize matters between the stronger and the weaker players. This is accomplished as follows:—

Odd No. 1. "Stroke a hole." This means that at every hole, if your opponent holes his ball in four strokes, you

have the privilege of making it in five, if possible, in which case the hole is divided, or halved. It counts to neither party.

Odd No. 2. "Half." By this is meant simply the application of Odd No. 1 at every alternate hole.

Sometimes a "third" is given, which means the application of what is stated under Odd No. 1 at every third hole.

Another form of odds is "so many holes up." This is handicapping by holes and not by strokes; but I strongly advise the weaker player, if possible, to take strokes in preference to holes. Five or six holes offered when starting sound very tempting; but they mean very little when playing against a "crack," who will very probably win eight or nine holes straight off the reel. In taking strokes accept them always, if possible, at the shortest holes.

"Bisque" is another form of odds. It consists of a stroke or strokes given, which are taken, according to the discretion of the possessor, in any part of the course. Very often these strokes are sprung as a surprise on the giver.

In playing from hole to hole, it is of all things most probable that the two persons playing will not drive their balls equal distances. We will suppose A to make the first stroke from the teeing-ground, and to drive his ball, say, two hundred yards distant. B follows and drives his ball fifty yards. B must therefore follow with another stroke; but should his ball not go beyond that of A, then B must continue his strokes until he has placed it in a position nearer to the hole than his opponent's ball. That is the rule—a ball must continue to be played until it be in advance of that which is nearest to the hole aimed at, no matter how many strokes may be required for the purpose. Each player takes an account of strokes made on either side until the hole in question be scored, and the manner of counting is almost too simple to be explained. But

still certain terms in golfing parlance are used in expressing results as the game progresses. For example, so long as the players make stroke for stroke alternately, the strokes are even, and to that condition of affairs the term "equal," or "like," is applied. But if A takes five strokes to hole a ball, while B, through some mishap, should require six strokes, the one stroke more is called "the odd." And if B should require seven strokes, it is termed "two more," and so on. Besides this method of counting, there is also the other, which is as follows: "one off three," "one off two," and so on, which may be explained thus. Suppose A to have played six strokes and B three strokes. When B plays his fourth stroke, it is termed "one off three." And if B has to continue his strokes, his fifth stroke would be expressed "one off two." These are small matters, but every beginner must be prepared for them.

Clubs.

It is necessary now to say something about the clubs and their uses. The following is a complete list of clubs which have been employed in playing the game, but some of them are by no means necessary or commendable:—

Wooden Clubs.

The Driver, or Play Club.
Grassed Driver.
Long Spoon.
Middle Spoon.
Short Spoon.
Baffing Spoon.
Niblick.
Brassey.
Bulger.
Putter.
Driving Putter.

Iron Clubs.	{	Iron Putter.
		Cleek.
		Driving Iron.
		Medium, or ordinary Iron.
		Lofting Iron.
		Niblick.
		President.
		Mashy.

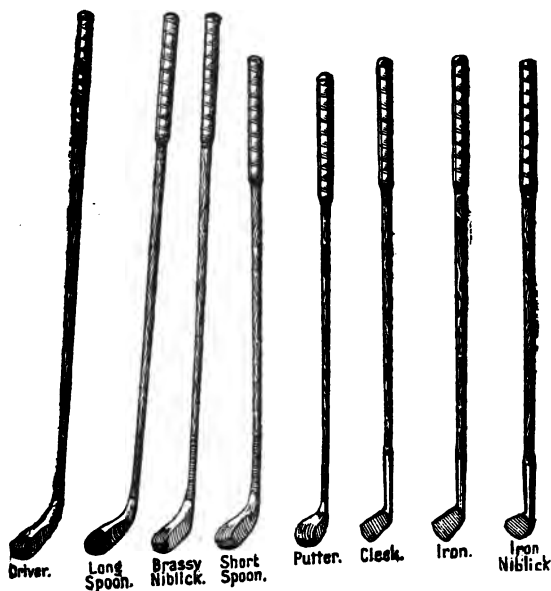
A complete set of clubs, as commonly used, is not at all necessary for the beginner. I therefore advise him to provide himself with a driver slightly spooned in the face and a cleek. And having acquired in true style the swing for driving, he may next invest in the following clubs; but in doing so, the novice would act wisely by allowing his teacher to choose them. They are—the long spoon, the brassey, the moderately lofted iron, the wooden putter, and the iron niblick—the latter being most essential on a course where bunkers abound. Each of these clubs has a special use, but after a few rounds the player will soon be able to pick out for himself the necessary club to be used. In a short time also the beginner will get accustomed to the weight and lie of each club. And having once acquired this familiarity, should the club fail by accident, or through age, he should spare no pains in procuring another exactly similar in all respects.

We will now take the clubs, in the order which I have given them, and as briefly as possible explain their special uses.

The Driver.

This may be said to be the principal club among the numerous set. It is used for long distances, and always when driving off from the tee. I need hardly say of this,

as of all other clubs, that it consists of a wooden handle or shaft, terminating in a club or head of peculiar shape. The driver, by its peculiarly shaped head, is supposed to keep the ball, after being struck, lower than any other club. In choosing this club much regard must be paid to its length, weight, and springiness of shaft. A perfectly rigid



shaft is useless. But its length and weight must depend upon the height and swing of the player.

Grassed Driver.

This is regarded as an ordinary play club, having the face filed away, or, as it is termed, "spooned," in order to give

elevation to the ball when struck. It can be used in places where the ordinary driver would not raise the ball quickly enough to surmount an obstacle before it.

Long Spoon.

This club is not quite so long in the shaft as the former clubs. Its face is well spooned or sloped backwards, by which means it gives a still greater elevation to the ball than does the grassed driver. It is a most useful club, especially when the wind is behind the player, or when the ball is lodged in long grass, from which the driver would not raise the ball.

Middle Spoon.

The middle spoon is a shorter club than the long spoon, but the shaft is somewhat stiffer. It is a very straight driving club, and an excellent weapon throughout the green.

Short Spoon.

This, again, is shorter in the shaft than the middle spoon, and is used for short drives, especially when the player is standing below his ball.

Baffing Spoon.

This club is now almost obsolete. It is the shortest of the spoon family, having its face very much laid back. The shaft is stiff and upright. It gives great elevation, and the ball lies very dead off it; that is to say, the ball does not roll any great distance from the spot where it falls. In using this club care must be taken to baff, or strike the ground immediately behind the ball. Hence arises the name of this club. But irons do most of the work now that a baff formerly did. Still, to my mind, it is a club not

to be despised, as it is much to be preferred when a man uses the iron badly.

Wooden Niblick.

The wooden niblick has a shaft similar to the driver. It is well spooned, and very short from heel to toe, but the head is broad. A ball may be lying in a small hollow, or in a rut, into which none of the other clubs, by reason of their length of head, could possibly descend so as to dislodge the ball. The wooden niblick is the weapon for the purpose.

Brassey.

A brassey is very similar to a wooden niblick, but with the following difference. The sole of the head is shod with a plate of brass as a protection to the wood and bone. Some players go so far as to have all their clubs shod in this manner, but I think it an error of judgment. A brassey, however, is a most useful club, and no golfer should exclude it from his set.

Bulger.

This, comparatively speaking, is a newly invented club. It has a bulging or convex face, which can be applied to any of the wooden clubs. Its merits are said to consist in keeping balls low, and making them travel straight; and it is said that the fault of "heeling" or "toeing" is rendered almost impossible when using this club. For my own part, I still prefer the old straight-faced club. But bulgers are very popular, and most of our best players use them.

The Putter.

The putter is a club used only on the putting-greens round each hole. It is indeed the club which is used for

"putting" the ball into the hole. It has a stiff shaft and is very upright. To use this club accurately much practice is absolutely necessary, for having arrived on the putting-green it may cost you more strokes to get your ball into the hole than you have taken to arrive at it. A player who is a really good putter is often more than a match for the longest driver. In fact, a good putter will hold his own on any green, and score with the strongest players. There are such things as fancy putters. Indeed, I have seen some made with double faces, and others as swans with curled necks. Some are made in the shape of a mallet, etc. But, to my mind, nothing is so suitable as the ordinary putter, and no amount of eccentric implements will make a bad "putter" "put" better. If he cannot succeed with the common or garden putter, I feel sure that he will be no better off by using what I must call a monstrosity.

Driving Putter.

This club is not very much used. Its peculiar advantage is that it is well adapted to drive a very low ball against a heavy wind. It really is a putter head with an upright springy shaft.

Iron Putter.

This is simply a club used for putting, and is preferred by some to the wooden putter, which it resembles in stiffness and uprightness.

The Cleek.

The cleek is an important weapon, and is regarded as the longest driver among the iron family. It is a safe club for long approaches over hazardous ground, as also when playing a ball out of long grass and sandy soil. A ball goes

very straight off this club. In holing out on the putting-green a ball sometimes becomes what is called "cupped," or lodged in a slight cavity. The cleek is a very useful club for a ball in that position, as by using the wooden putter the ball would answer by a spring instead of a gentle roll. By the shape of its face, the cleek is also admirably suited for use on putting-greens which come under the terms too fast or too quick. It has the effect of keeping the ball back so as to prevent too much overrunning. Many beginners use this club too exclusively, and are often tempted to use it when driving off from the tee. This I consider to be a very grave error. In the hands of a small boy or beginner, the cleek is a most destructive weapon to the turf, as indeed are all the iron clubs in the hands of a non-expert. Divets of turf are freely dislodged which are seldom or never replaced by the reckless player. Sometimes, when a ball is lying against a wall or on the edge of a bunker, it is impossible to use a right-handed club. To be prepared for such an event, every player should be provided with a left-handed cleek; and, for the same reason, a left-handed player should include among his set a right-handed cleek.

Driving Iron

This club is used for long distances and when considerable elevation is required to be given to the ball.

Medium, or Ordinary Iron.

This club is used for shorter distances than the former. It is an excellent club for such distances as require what are called "half" and "wrist shots." It "lofts," or elevates, a ball more than the driving iron.

Lofting Iron.

The name of this club well suggests its use. It is used for what are called "short approach shots," especially when a burn, bunker, or other hazard has to be played over when in the neighbourhood of one of the holes on the putting-green. This club, when properly used, gives great elevation to the ball, which seldom moves far away from the spot where it falls. I see by the *Field* that Willie Park, jun., the ex-champion, has just brought out what will in future be called "Parks' Patent Loftier." It professes to have considerable advantages over the lofting iron and mashy for the approach stroke. Its shape brings the upper part of the blade nearer the ball, so that while taking less turf it gives more "loft" and is easier to use. The blade being concave, a back spin is given to the ball, which produces the effect which I have described above, viz. it stops the ball dead when it falls. It also raises a half-topped ball with more effect, as is confirmed by eminent golfers who have tried it. Among those who might be mentioned is Mr. A. M. Ross, who says, "It is a most decided improvement on the old form of 'pitcher.'"

Iron Niblick.

This is a very heavy club, and has a stout shaft with a small rounded head. It is absolutely necessary to use this club for extricating a ball from bunkers, whins, cart-ruts, or any other such-like hazard.

The President.

The president is a niblick with a hole through its head. This club is now not much used. A celebrated professional once maintained that in using this club it was next to

impossible to avoid striking the ball twice, the penalty for which is losing the hole.

The Mashy.

This is what may be called a cross between a niblick and a lofting iron. Some players have great belief in its efficiency.

With the growing popularity of golf, perfect shoals of new patent clubs have made their appearance ; these seem to be of all shapes and sizes, and no doubt have *some* advantages.

Both wooden and iron clubs have been improved in shape and elegance. This may be seen by comparing them with what one sees in old pictures, but better still with the display of antiquated clubs as exhibited in a glass case at the Royal and Ancient Golf Club-house on St. Andrews Links. But still those old-fashioned clubs were wielded with much skill, as is testified by the splendid scores made in former days, especially by the renowned Allan Robertson.

When clubs are not in use, or have to be laid by for any length of time, it is a good plan to slightly oil the shafts, in order to prevent them from splitting.

Balls.

Let me now give you a few words of advice in regard to this matter. But first let me tell you that balls as well as clubs have undergone transformation. In early days they consisted of circular leather cases stuffed with feathers, and were therefore called "feather balls." They cost five shillings each, which is a great contrast to the price of the present "gutta" ball. Balls vary in size and weight, according to the Nos. 26, 27, 27½, 28, and 29. A good "gutta" ball, if well moulded and well seasoned, cannot be excelled. I recommend for all-round good play the sizes

27 or 27½. Silvertown "gutta" balls are excellent. The Eclipse balls are also very good. They do not hack, but keep their proper shape, and in putting they run very true. On a still day use a light ball, but if there be much wind a heavier ball is the best to use. Balls should not be used when too new and soft. Keep them from frost, which causes them to crack or split. It is best to keep them in a moderately warm room when not in use during winter.

CHAPTER IV.

ADVICE FOR BEGINNERS.

IN commencing this important subject, I cannot too strongly impress upon the mind of a beginner the necessity of acquiring at the outset the true and perfect style of playing the game. A bad beginning, as a rule, makes a bad ending, and a badly acquired style, whether it be in golf or in any other game, clings to a man like a limpet to a rock; for, when once indulged in, it is extremely difficult to unlearn. A beginner should, if possible, engage the services of some experienced professional, who in a short time would conduct his pupil through all the intricacies of the game in a manner not to be conveyed by books. A professional, as a matter of course, takes great delight in playing the game, and, according to my own experience, he has equal delight in teaching an apt pupil. Besides receiving the benefit of oral instruction from a professional, the pupil would also have the immense advantage of watching a pattern stroke made by his teacher.

But as a professional teacher is not always ready at hand, I will do my best in this manner to convey the useful hints which I have received from many eminent professionals during my twenty-one years' experience.

Handling the Play Club or Driver.

In playing the game of golf, it is absolutely necessary at the outset to be told a few essential facts.

First, then, I must say a few words as to the manner of holding or grasping the play club. The main idea is to grasp the handle tightly with the upper hand, while the lower hand must be held loosely. The lower hand will act simply as a guide to the club. The V's formed by the thumbs and first fingers in each grasp should be parallel down the shaft of the club, and the knuckles should also be invisible to the player. But take special notice of this—the club should be gripped with the fingers, and not with the palms of the hands. In preparing to make a stroke the feet should be planted well apart, in order to give steadiness to the body, as well as to provide for its future movements in the full delivery of a stroke. For similar reasons also the knees should be slightly bent and the body leaning forwards. In the position thus taken the ball should be as nearly as possible in a line with the front or left foot. Remember also in gripping to keep the thumbs over the first and second fingers—the wrists down, and the arms well and freely extended from the body. Stand at such a distance that the ball can be reached with ease in the down-coming swing of the club. Do not stand too near, or over the ball, nor commit the opposite fault by standing too far away, thereby causing a loss of force by over-reaching. If these simple directions be followed, the learner will avoid those frightful errors, which, in golfing terms, are known as “topping,” “heeling,” “toeing,” etc. By “topping” a ball is meant striking it above the centre, instead of getting a good hold on the ball. By “heeling” a ball is meant striking it with the heel of the club. The effect

of such a stroke would certainly not be to send the ball in a straight line, but to drive it widely to the right, whereas a "toed" ball would be driven away to the left.

To ensure a successful stroke, especially when making the long drive, there is a needful preparation called "addressing



TOM MORRIS.

one's self to the ball." It is not always easy to judge, without experiment, at what distance to stand from the ball. But this position is arrived at by the player reaching out with the club to the ball, and standing as already described, when by a few temporizing movements of his club above and behind the ball (which action is called "addressing one's self to the ball") a proper judgment of distance and direction may be arrived at. Some persons occupy much time over

this business, and are apt to be credited with "overmuch flourish." A moderate amount of this preparation is not only excusable, but is also absolutely necessary, for reasons already stated. By thus waving the club a few times to and fro a greater freedom of wrists and arms are acquired. In swinging, that is to say, in delivering a stroke with the play club or with the spoon, it should be swung back slowly and with a circular swing over the right shoulder, until it arrives at the back of the player's neck. The club should then be brought down with sweeping force to the object aimed at, and the greatest impetus should be given when the club arrives within a few feet of the ball. The sweep, for sweep it is, must be perfectly true and symmetrical to the end. By this is meant, the club, if properly wielded, will in its course from the beginning to the end of the swing describe about three-fourths of a perfect circle. Any other style than this comes under the head of either high swinging or low swinging, which for long driving are deemed glaring errors. Too much care, therefore, cannot be taken by beginners to avoid these errors, for, as I have before stated, a badly acquired habit is a most difficult thing to be rid of.

Another important point connected with the swinging of a club is the enforced action on the body. To appreciate this fact let the beginner try the following experiment. Take the club and use it as directed above, but do not, if possible, remove either foot from its original position. The result will be, if you wield the club with full force while maintaining that position, a severe strain upon both arms and body. To avoid this, as also to reap the benefit of your full force, the body must participate in your action. For this purpose, in first swinging up let the body follow the action by the help of the left foot, and in swinging down let the arms and body follow the direction of the ball. The

latter movement is accomplished by rising on the right toe. Be careful not to check arms or body at the ball, but follow the stroke through. By these means the striker will be enabled to send the ball with swiftness and unerring accuracy.

Still, however, to acquire that accuracy one thing more is



needful, which I have reserved for special notice. Having looked ahead, and having decided upon the direction of play, you next direct your attention to the ball. Remember this—while in the act of making a stroke, do not on any account allow your eyes to wander from the ball; no, not for an instant. Aim at striking the ball with the centre of the face of the club, and strike well at the root of the

ball so as to avoid topping or missing the ball altogether. It would be better to *schlaff* the turf a little, and give the ball a chance of going, rather than to continue the habit of hitting the ball on the top. A topped ball makes no progress, and the action presents a most unseemly operation on the part of the player.

In driving long distances a ball is best hit when it receives the blow as the club rises from the downward swing, for at that moment the swing has acquired its greatest speed and force.

All driving clubs should be handled and used as I have described.

If a low skimming drive from the teeing-ground be required, as is necessary sometimes against the wind, use no sand for teeing the ball, but lay it on the turf, and, if possible, on a slightly downward slope.

Having acquired a knowledge of the correct style, position, and swing for driving, then by all means go out alone and practise all day, from day to day, until proficiency therein is attained. You might, if possible, choose as your companion an experienced caddie, who would take no small interest in your efforts ; and you would do well to invite his criticism, lest any fault be unconsciously developed in your exercise.

Do not as a beginner be over-anxious to play in matches, but spend much time in quiet practice alone. No one, with any experience, cares to play with an erratic beginner, because it tends to make even a good player careless. Faults are infectious.

In taking out a professional, do so that he may teach you, but not that he may play with you, as in the latter case he would probably be more bent upon trying to break the record in score, than upon giving any heed to your feeble efforts as a beginner.

In learning, a most complete concentration of the mind on the game is required, and there must be no such thing as stopping to admire surrounding scenery. I am thinking of a beginner taking his first lessons on such greens as those at St. Andrews and North Berwick, where the surrounding scenery offers many attractions. The sea may be intensely



blue and calm, or it may be lashed into wildest fury ; the distant hills, possibly capped with snow, stand out majestically against the clear azure blue of the northern sky ; but to a true golfer these things for the time being must claim no part of his attention. To some, this may seem a piece of superfluous advice. But having witnessed again and

again the disastrous effect which such a habit of observation has produced on the play of really good golfers, I am led to think the advice is particularly needful to the beginner. Stopping in the midst of play to admire distant objects (and the more enchanting they are the worse are the effects produced) is about one of the worst forms of golfing.

Iron Play.

In driving with the iron club, the same position should be adopted as in the case of the ordinary driving club; but the player must stand a trifle nearer the ball. The club must be gripped firmly by both hands, and the eye kept fixed on the ball.

“Half shots” with the iron should be played off the right leg, the left foot being placed not evenly with the right, but slightly behind it, as though taking half a step backwards. In swinging for this shot, the iron should be drawn straight and slowly back, but not into a position behind the player. Do not lift the iron upright or chop at the ball, but, as if in the act of sweeping, bring the iron down with a steady sharp jerk. Make sure of getting down to the bottom of the ball, and follow well through with the arms. This will give the necessary elevation or loft.

For “wrist shots” with the iron, stand in a similar manner as for “half shots,” and use the wrists but not the arms.

In “running” the ball with the iron (which by way of choice should be done with the driving iron), keep the hands forward in advance of the club head and let the club follow the ball. This suggestion is meant to imply that the stroke must not be of the character of a sudden rap.

Again, in using the iron niblick—which must be classed among the iron clubs. and is a most useful and powerful

weapon in a bunker—do not aim at hitting the ball, but strike the sand about a couple of inches behind the ball. Let the swinging of this club be effected in a straighter manner than in the use of any other club. Use it more as you would a pickaxe.

Putting.

I will now proceed to give you some few hints on putting. Many of the best players vary in their standing position



while putting. Some stand in front of the ball, while others take up a position behind it. Some, again, will stand near, and others as far as possible from the ball; while some will grip the club short, and others give it its full length. But the

following is, I think, the best course to adopt. Stand square to the ball, having the feet about eighteen inches apart, and so arrange yourself that the ball may lie a little nearer to the right foot than to the left. Aim at the back of the hole—which means the further side of the hole from where you stand—and allow the putter, in its motion, to follow the ball. But in doing so be careful to avoid shoving or pushing. The ball must be played fairly and honestly for the hole. I have said, aim at the back of the hole. At first sight, possibly the reason for this may not be apparent. The simple reason is that the ball, if it fall short of the hole, has no chance of going in. I therefore say, give the ball a chance. The common advice of a professional teacher to a beginner is, “Remember, the hole will not come to you.”

The above advice holds good whether you use wooden or iron putters. For my part I prefer the former. Still, if a ball lies cupped on the green, then by all means use a cleek, which is a most useful club when holing out.

In using the “cleek” let the club lie naturally, and do not place it so as to make its face square to the ball. In that case you would necessarily be obliged to stand very much in front of the ball, and the hands being thus brought too much in advance of the club head, a truly following stroke under such circumstances could hardly be made.

Balls.

As it is most essential, when making a stroke, to keep the eyes well fixed on the ball, be particular in always using clean ones. A clean ball is a more sightly object than one whose colour is that of *terra firma*. Besides, a clean object may be struck with much greater precision than a dirty one; and, again, dirt makes a ball so much heavier. You would

do well in changing your balls after finishing out at each hole.

Never, if you can avoid it, play with hacked balls, for it must be self-evident that, just as a chipped ball will not run true on a billiard-table, neither will a hacked ball run true on the putting-green. If in playing you are obliged to lift your ball out of water, be careful to wipe it until it be perfectly dry. Wet balls will not travel so well as dry ones. Choose a deeply moulded ball rather than one which is too smooth, as the former travels better than the latter.

Teeing.

I have already explained the teeing-ground, and now, on the subject of teeing, I offer you the following hints. Whether the teeing be done by yourself, or whether it be done, as is usual, by the caddie whom you engage to carry your clubs while at play, see that only a small pinch of sand be used for the purpose. A ball placed upon a positive mound of sand is as unsightly as it is unnecessary, and the practice is most absurd. Note well, the sand should be so pinched up as to touch only the centre of the ball. Some caddies and inexperienced persons will sometimes put down a big pat of sand, into the centre of which they positively press the ball. That ball I consider to be bunkered rather than teed.

General Advice.

Lastly I come to more general advice, which I trust may be also useful to a beginner. It not unfrequently happens that the first day's play of a beginner is better than the second. At this be not disheartened; it simply suggests the necessity of more steady and quiet practice. If in

playing you lose a hole, especially at the commencement of the game, do not begin to fume and fret over it like a child over spilt milk. Remember that other holes are before you, and by steadying down you may possibly do better with them. This holds good both in score and hole play. Many a good player may start with a record of two or three holes to the bad, but in the end he may have so retrieved himself as to come in with a good score, and possibly, after all, he may be announced the winner. Never talk of bad luck. If you make a bad shot, do not on the next occasion dash at the ball in a rage and hit wildly, in which case the last stroke will, in all probability, be worse than the former. Do not in a fit of passion throw your clubs about. Such an effort could certainly do you no good, and it might be destructive to your clubs. Always remember that a bad stroke is not the fault of the club, but of the man at the end of it.

On the Rules of the Game.

In regard to this subject, I cannot urge too strongly the necessity of preserving uniformity of rules wherever the game of golf may be played. As the game is now rapidly spreading in all parts of the globe, it requires no second consideration that uniformity of rules for all greens is really an absolute necessity. Little diversity of practice is found north of the Tweed, where for ages the game has been played, and from whence the impetus has arisen for the propagation of the game. The excellent rules devolved and practised by our forefathers are worthy of our most strict adherence, and any infringement of those rules would certainly tend to demoralize the game. There has been of late much correspondence in the columns of the *Field* about this subject of uniformity of rules. For on this side

of the Tweed, where new greens have been opened, there has cropped up much diversity of opinion in regard to the rules of the game, and it seems that the further south you travel the more this feeling prevails. I regard this as a great misfortune. It is nothing short of an endeavour to create a schism which deserves the severest censure. According to my own experience, there is no end to the whims and fancies of some beginners. As one instance how the game might be deprived of one of its main features, not long ago I was actually told by a promising beginner that he really thought it most unfair to count misses as strokes.

I therefore unhesitatingly recommend all beginners, and all persons concerned in laying out new greens, to adopt at once the rules of golf as it is played over the links at St. Andrews, and to insist on their being strictly regarded by all players as "the law of the Medes and Persians which altereth not." I have played over many greens, but have never yet met with any green to which the St. Andrews rules could not strictly be applied. Indeed, I do not believe that such a green could possibly be found.

But still, apart from the rules of the game proper, it may be found necessary to frame bye-laws to meet certain peculiarities attending every green, since no two greens will be alike in their surroundings. Such bye-laws must be kept separate and apart from the rules of the game, and they should never be so framed as to make void any established and definite rule of the game.

The rules of golf as played by the Royal and Ancient Club at St. Andrews are clear and concise, and they are admirably adapted, according to my own experience, for either inland or seaside links.

Let a beginner study those rules most assiduously, and

acquire them by heart. The more study he gives them, combined with practice, the more will he feel that neither one jot should be added thereto nor one tittle taken therefrom.

I now append those rules by which the game is played at St. Andrews, as also a list of bye-laws or local rules applicable to that green. Beyond this I also submit, as a further guide, the bye-laws of the Cambridge University Golf Club as being peculiar to Coldham Links, Cambridge.

RULES FOR THE GAME OF GOLF

AS PLAYED BY

THE ROYAL AND ANCIENT GOLF CLUB
OF ST. ANDREWS.

Adopted September 29, 1891.

1. The game of Golf is played by two or more sides, each playing its own ball. A side may consist of one or more persons.

2. The game consists in each side playing a ball from a tee into a hole by successive strokes, and the hole is won by the side holing its ball in the fewest strokes, except as otherwise provided for in the rules. If two sides hole out in the same number of strokes, the hole is halved.

3. The teeing ground shall be indicated by two marks placed in a line at right angles to the course, and the player shall not tee in front of, nor on either side of, these marks, nor more than two club lengths behind them. A ball played from outside the limits of the teeing ground, as thus defined, may be recalled by the opposite side.

The hole shall be $4\frac{1}{2}$ inches in diameter, and at least 4 inches deep.

4. The ball must be fairly struck at, and not pushed, scraped, or spooned, under penalty of the loss of the hole.

Any movement of the club which is intended to strike the ball is a stroke.

5. The game commences by each side playing a ball from the first teeing ground. In a match with two or more on a side, the partners shall strike off alternately from the tees, and shall strike alternately during the play of the hole.

The players who are to strike against each other shall be named at starting, and shall continue in the same order during the match.

The player who shall play first on each side shall be named by his own side.

In case of failure to agree, it shall be settled by lot or toss which side shall have the option of leading.

6. If a player shall play when his partner should have done so, his side shall lose the hole, except in the case of the tee shot, when the stroke may be recalled at the option of the opponents.

7. The side winning a hole shall lead in starting for the next hole, and may recall the opponent's stroke should he play out of order. This privilege is called the "honour." On starting for a new match, the winner of the long match in the previous round is entitled to the "honour." Should the first match have been halved, the winner of the last hole gained is entitled to the "honour."

8. One round of the Links—generally 18 holes—is a match, unless otherwise agreed upon. The match is won by the side which gets more holes ahead than there remain holes to be played, or by the side winning the last hole when the match was all even at the second last hole. If both sides have won the same number, it is a halved match.

9. After the balls are struck from the tee, the ball furthest from the hole to which the parties are playing shall be played first, except as otherwise provided for in

the rules. Should the wrong side play first, the opponent may recall the stroke before his side has played.

10. Unless with the opponent's consent, a ball struck from the tee shall not be changed, touched, or moved before the hole is played out, under the penalty of one stroke, except as otherwise provided for in the rules.

11. In playing through the green, all *loose* impediments, within a club length of a ball which is not lying in or touching a hazard, may be removed, but loose impediments which are more than a club length from the ball shall not be removed under the penalty of one stroke.

12. Before striking at the ball, the player shall not move, bend, or break anything fixed or growing near the ball, except in the act of placing his feet on the ground for the purpose of addressing the ball, and in soling his club to address the ball, under the penalty of the loss of the hole, except as provided for in Rule 18.

13. A ball stuck fast in wet ground or sand may be taken out and replaced loosely in the hole which it has made.

14. When a ball lies in or touches a hazard, the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, except that the player may place his feet firmly on the ground for the purpose of addressing the ball, under the penalty of the loss of the hole.

15. A "hazard" shall be any bunker of whatever nature:—water, sand, loose earth, mole hills, paths, roads or railways, whins, bushes, rushes, rabbit scrapes, fences, ditches, or anything which is not the ordinary green of the course, except sand blown on to the grass by wind, or sprinkled on grass for the preservation of the Links, or snow or ice, or bare patches on the course.

16. A player or a player's caddie shall not press down or remove any irregularities of surface near the ball, except at the teeing ground, under the penalty of the loss of the hole.

17. If any vessel, wheelbarrow, tool, roller, grass-cutter, box, or other similar obstruction has been placed upon the course, such obstruction may be removed. A ball lying on or touching such obstruction, or on clothes, or nets, or on ground under repair or temporarily covered up or opened, may be lifted and dropped at the nearest point of the course, but a ball lifted in a hazard shall be dropped in the hazard. A ball lying in a golf hole or flag hole, may be lifted and dropped not more than a club length behind such hole.

18. When a ball is completely covered with fog, bent, whins, etc., only so much thereof shall be set aside as that the player shall have a view of his ball before he plays, whether in a line with the hole or otherwise.

19. When a ball is to be dropped, the player shall drop it. He shall front the hole, stand erect behind the hazard, keep the spot from which the ball was lifted (or in the case of running water, the spot at which it entered) in a line between him and the hole, and drop the ball behind him from his head, standing as far behind the hazard as he may please.

20. When the balls in play lie within six inches of each other—measured from their nearest points—the ball nearer the hole shall be lifted until the other is played, and shall then be replaced as nearly as possible in its original position. Should the ball further from the hole be accidentally moved in so doing, it shall be replaced. Should the lie of the lifted ball be altered by the opponent in playing, it may be placed in a lie near to, and as nearly as possible similar to, that from which it was lifted.

21. If the ball lie or be lost in water, the player may drop a ball, under the penalty of one stroke.

22. Whatever happens by accident to a ball *in motion*, such as its being deflected or stopped by any agency outside the match, or by the forecaddie, is a "rub of the green," and the ball shall be played from where it lies. Should a ball lodge in anything moving, such ball, or if it cannot be recovered, another ball shall be dropped as nearly as possible at the spot where the object was when the ball lodged in it. But if a ball *at rest* be displaced by any agency outside the match, the player shall drop it or another ball as nearly as possible at the spot where it lay. On the putting green the ball may be replaced by hand.

23. If the player's ball strike, or be accidentally moved by an opponent or an opponent's caddie or clubs, the opponent loses the hole.

24. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, or if, while in the act of playing, the player strike the ball twice, his side loses the hole.

25. If the player when not making a stroke, or his partner or either of their caddies touch their side's ball, except at the tee, so as to move it, or by touching anything cause it to move, the penalty is one stroke.

26. A ball is considered to have been moved if it leave its original position in the least degree and stop in another; but if a player touch his ball and thereby cause it to oscillate, without causing it to leave its original position, it is not moved in the sense of Rule 25.

27. A player's side loses a stroke if he play the opponent's ball, unless (1) the opponent then play the player's ball, whereby the penalty is cancelled, and the hole must be played out with the balls thus exchanged, or (2) the

mistake occur through wrong information given by the opponent, in which case the mistake, if discovered before the opponent has played, must be rectified by placing a ball as nearly as possible where the opponent's ball lay.

If it be discovered before either side has struck off at the tee that one side has played out the previous hole with the ball of a party not engaged in the match, that side loses that hole.

28. If a ball be lost, the player's side loses the hole. A ball shall be held as lost if it be not found within five minutes after the search is begun.

29. A ball must be played wherever it lies, or the hole be given up, except as otherwise provided for in the Rules.

30. The term "Putting Green" shall mean the ground within 20 yards of the hole, excepting hazards.

31. All loose impediments may be removed from the putting green, except the opponent's ball when at a greater distance from the player's than six inches.

32. In a match of three or more sides, a ball in any degree lying between the player and the hole must be lifted, or, if on the putting green, holed out.

33. When the ball is on the putting green, no mark shall be placed, nor line drawn as a guide. The line to the hole may be pointed out, but the person doing so may not touch the ground with the hand or club.

The player may have his own or his partner's caddie to stand at the hole, but none of the players or their caddies may move so as to shield the ball from, or expose it to, the wind.

The penalty for any breach of this rule is the loss of the hole.

34. The player or his caddie may remove (but not press down) sand, earth, worm casts, or snow lying around the

hole or on the line of his put. This shall be done by brushing lightly with the hand only across the put and not along it. Dung may be removed to a side by an iron club, but the club must not be laid with more than its own weight upon the ground. The putting line must not be touched by club, hand, or foot, except as above authorized, or immediately in front of the ball in the act of addressing it, under the penalty of the loss of the hole.

35. Either side is entitled to have the flag-stick removed when approaching the hole. If the ball rest against the flag-stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it shall be considered as holed out in the previous stroke.

36. A player shall not play until the opponent's ball shall have ceased to roll, under the penalty of one stroke. Should the player's ball knock in the opponent's ball, the latter shall be counted as holed out in the previous stroke. If, in playing, the player's ball displace the opponent's ball, the opponent shall have the option of replacing it.

37. A player shall not ask for advice, nor be knowingly advised about the game by word, look, or gesture from any one except his own caddie, or his partner or partner's caddie, under the penalty of the loss of the hole.

38. If a ball split into separate pieces, another ball may be put down where the largest portion lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unplayable, the player may change it, on intimating to his opponent his intention to do so.

39. A penalty stroke shall not be counted the stroke of a player, and shall not affect the rotation of play.

40. Should any dispute arise on any point, the players have the right of determining the party or parties to whom

the dispute shall be referred, but should they not agree, either party may refer it to the Green Committee of the Green where the dispute occurs, and their decision shall be final. Should the dispute not be covered by the Rules of Golf, the arbiters must decide it by equity.

SPECIAL RULES FOR MEDAL PLAY.

1. In Club competitions, the competitor doing the stipulated course in fewest strokes shall be the winner.

2. If the lowest score be made by two or more competitors, the ties shall be decided by another round to be played either on the same or on any other day as the Captain, or, in his absence, the Secretary shall direct.

3. New holes shall be made for the Medal Round, and thereafter no member shall play any stroke on a putting green before competing.

4. The scores shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked shall be checked at the finish of each hole. On completion of the course, the score of the player shall be signed by the person keeping the score and handed to the Secretary.

5. If a ball be lost, the player shall return as nearly as possible to the spot where the ball was struck, tee another ball, and lose a stroke. If the lost ball be found before he has struck the other ball, the first shall continue in play.

6. If the player's ball strike himself, or his clubs or caddie, or if, in the act of playing, the player strike the ball twice, the penalty shall be one stroke.

7. If a competitor's ball strike the other player, or his clubs or caddie, it is a "rub of the green," and the ball shall be played from where it lies.

8. A ball may, under a penalty of two strokes, be lifted

out of a difficulty of any description, and be teed behind same.

9. All balls shall be holed out, and when play is on the putting green, the flag shall be removed, and the competitor whose ball is nearest the hole shall have the option of holing out first, or of lifting his ball, if it be in such a position that it might, if left, give an advantage to the other competitor. Throughout the green a competitor can have the other competitor's ball lifted, if he find that it interferes with his stroke.

10. A competitor may not play with a professional, and he may not receive advice from any one but his caddie.

A forecaddie may be employed.

11. Competitors may not discontinue play because of bad weather.

12. The penalty for a breach of any rule shall be disqualification.

13. Any dispute regarding the play shall be determined by the Green Committee.

14. The ordinary Rules of Golf, so far as they are not at variance with these special rules, shall apply to medal play.

ETIQUETTE OF GOLF.

The following customs belong to the established Etiquette of Golf, and should be observed by all golfers.

1. No player, caddie, or onlooker should move or talk during a stroke.

2. No player should play from the tee until the party in front have played their second strokes and are out of range, nor play to the putting green till the party in front have holed out and moved away.

3. The player who leads from the tee should be allowed to play before his opponent tees his ball.

4. Players who have holed out should not try their puts over again when other players are following them.

5. Players looking for a lost ball must allow any other match coming up to pass them.

6. A party playing three or more balls must allow a two ball match to pass them.

7. A party playing a shorter round must allow a two ball match playing the whole round to pass them.

8. A player should not put at the hole when the flag is in it.

9. The reckoning of the strokes is kept by the terms "the odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of the holes is kept by the terms—so many "holes up"—or "all even"—and—so many "to play."

10. Turf cut or displaced by a stroke in playing should be at once replaced.

LOCAL RULES FOR ST. ANDREWS LINKS.

1. When the Green Committee consider it necessary, a telegraph board shall be used to give the numbers for starting.

2. If the ball lie in any position in the Swilcan Burn, whether in water or not, the player may drop it, or if it cannot be recovered, another ball may be dropped on the line where it entered the burn, on the opposite side to the hole to that to which he is playing, under the penalty of one stroke.

3. Should a ball be driven into the water of the Eden at the high hole, or into the sea at the first hole, the ball or, if it cannot be recovered, another ball shall be teed a club length in front of either river or sea near the spot where it entered, under the penalty of one stroke.

4. A ball in the enclosure (between the road and dyke holes), called the Station-Master's Garden, shall be a lost ball.

5. If a ball lie within two yards of a fixed seat, it may be lifted and dropped two yards to the side of the seat farthest from the hole.

6. Any dispute respecting the play shall be determined by the Green Committee.

7. Competitions for the Spring and Autumn Medals of the Club (with the exception of the George Glennie Medal), shall be decided by playing one round of the Links,

and the competitor doing it in the fewest strokes shall be the winner.

8. The order of starting for the Spring and Autumn Medals will be balloted for on the previous evening, and intending Competitors must give in their names to the Secretary not later than five o'clock on the previous evening. Any competitor not at the teeing ground when his number is called shall be disqualified, unless it be proved to the satisfaction of the Green Committee or Secretary that he has a valid excuse, such as serious temporary illness, a train late or such like, in which case he may be allowed to compete, and, if allowed, shall be placed at the bottom of the list. The absent competitor's partner may start in his proper turn, provided he get another player to play with him.

9. Competitors for medals or prizes are not allowed to delay starting on account of bad weather, but must strike off immediately after the preceding party has crossed the burn, and, after they have started, are not allowed to take shelter, but must complete their round in the order of their start. In cases of stoppage by accident, or severe temporary illness, the Green Committee may allow a Competitor to resume play.

10. All private matches must be delayed till the last medal competitors have holed out at the first hole.

TABLE SHOWING AT WHAT HOLES STROKES ARE TO BE TAKEN IN THE QUEEN
VICTORIA JUBILEE VASE (HANDICAP) TOURNAMENT.

STR.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
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CAMBRIDGE UNIVERSITY GOLF CLUB.

SCORE PLAY.

SPECIAL BYE-LAWS TO SUIT COLDHAM LINKS.

*All ground beyond the ditches (and mill-dam) bounding
the Golf course is unplayable.*

RULES.

1. If a ball be lost the player returns to the spot, as near as possible, where the ball was struck, tees another ball and loses a stroke.

2. If a ball be driven into any ditch (not out of bounds) the player may take it out, drop and lose one, or tee it and lose two strokes, or play the ball where it lies. When taken out the ball *must* be dropped or teed within a club's length from and at right angles to the ditch at the place where it entered.

3. In playing Score Play a ball *may*, under a penalty of two strokes, be lifted out of a difficulty of any description and teed behind the same.

4. The ditch at the 15th and 17th holes must be treated as the Swilcan Burn, St. Andrews. See Rule VIII. Sec. 24.

5. All balls *must* be holed out, and when on the putting-green the flag must be removed from the hole.

6. Any *loose* obstacle may be removed unless the ball lies in a hazard, but this must be done by the player or his caddie lightly with the hand only.

MATCH PLAY.

RULES.

1. All ground beyond the ditches bounding the Golf course is unplayable; a ball driven there shall be treated as a lost ball, the penalty being the loss of the hole. See Rule X. (N.B.—A lost ball is *always* a lost hole.)

2. If a ball lies in any position in the ditches (not out of bounds), whether in water or not, the player may take it out and drop it over his head (the penalty for so doing being the loss of one stroke), or he may play it where it lies. The ball must be dropped within a club's length from and at right angles to the ditch at the place where it entered. (N.B.—This rule covers the mill-stream at the 15th, 16th, and 17th holes, and the built conduit bounding the Links at the 16th and 17th holes.)

3. The ditch at the 15th and 17th holes must be treated as the Swilcan Burn, St. Andrews. If the ball lie in *any position* in the ditch at the 15th and 17th holes, the player may take it out and drop it on the line where it entered the ditch *on the opposite* side to the hole to which he is playing, and lose a stroke, or he may play it where it lies.

4. In Match Play every ball must be played wherever it lies or the hole given up, excepting where otherwise provided for. See Rules IV. and VIII.

5. If a ball lie in a footpath, ditch, mole-heap, or any other hazard, the club must not, as usual, be placed on the ground in addressing the ball so as to make any impression, nor

earth, stones, sticks, or any other obstacle removed before striking the ball. A ball lying on any bare patch of ground not being a regular hazard may be treated as on grass.

6. A ball lying on or among roller scrapings can be treated as if it lay on grass and the scrapings removed lightly with the hand only.

N.B.—The rules of Golf as they may from time to time be fixed by the Royal and Ancient Golf Club of St. Andrews, and which may be seen in the Pavilion, will be strictly adhered to.

By Order, W. T. LINSKILL, *Hon. Sec.*

THE "ECLIPSE"

GOLF BALL.

(CURRIE'S PATENT.)

They are almost indestructible.

No club or iron will hack them.

They fly beautifully.

Retain their perfectly round
shape.

They are quite true on Putting
Green.

Only Ball suitable for a
hot climate.

Will stand extreme heat
or cold.

*All Balls embossed on
each side thus :*



PATENTEES AND SOLE MAKERS:

WILLIAM CURRIE & CO.,

Caledonian Rubber Works,

DALRY ROAD, EDINBURGH.

THOMAS GREEN & SON, LIMITED.

ESTABLISHED OVER HALF A CENTURY.

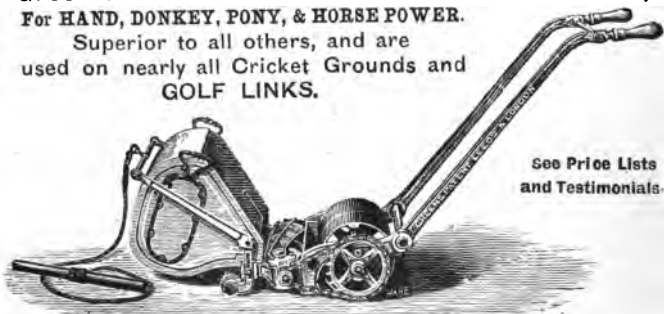
Appointed by Royal
H.M. The Queen
Prince



Warrant Makers to
and H.R.H. the
of Wales.

Green's Patent "Silens Messor" Lawn Mowers,
For HAND, DONKEY, PONY, & HORSE POWER.

Superior to all others, and are
used on nearly all Cricket Grounds and
GOLF LINKS.

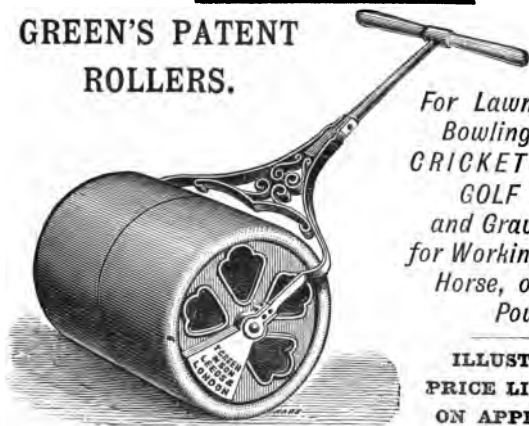


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and Testimonials.

OVER 211,000 HAVE BEEN SOLD.

These Machines have been submitted to numerous practical tests in public competition, and in all cases have **carried off every Highest Prize** that has been given. Every Lawn Mower sent out is warranted to give entire satisfaction, otherwise it may be returned **AT ONCE** free of cost to the purchaser.

**GREEN'S PATENT
ROLLERS.**



*For Lawns, Drives,
Bowling Greens,
CRICKET FIELDS,
GOLF LINKS,
and Gravel Paths,
for Working by Hand,
Horse, or Steam
Power.*

**ILLUSTRATED
PRICE LISTS FREE
ON APPLICATION.**

THOMAS GREEN & SON, LIMITED, LEEDS,
And SURREY WORKS, Blackfriars Rd., LONDON, S.E.

JOHN PIGGOTT.

Hints on the Use of Dumb Bells, Indian Clubs, and Gymnastics, Free.

PLEASE SEND FOR ILLUSTRATED PRICE LIST.

Rules of Football, Cricket, Tennis and Hockey, FREE.
TAILORING DEPARTMENT.

MORNING COAT SUIT FOR BUSINESS.

MADE TO ORDER.



EVERY GARMENT



CRICKET BAGS.
4/6 6/11 8/6 10/6
Best all Hides.
23/6
Postage, 3d.



TENNIS MEASURES
39 feet, 2/ 75 feet, 3/.



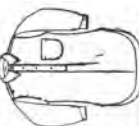
GLADSTONE BAG
Cowhide, black or nut brown, with
nickel fittings, shoes and slides.
Ins. 16 18 20 22 24
14/6 15/11 17/9 20/ 22/ Plain Birch, 5d each
Postage, 3d.



RING
Large variety of colors.
Large and navy blue, 8d each.
Postage, 2d.



CRICKET CAP.
Large variety of colors.
Large and navy blue, 8d each.
Postage, 2d.



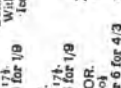
CRICKET SHIRTS.
White or Brown Canvas, 4/3 pair.
4/6 6/6 7/6 each
Boys' from 3/6 each.
Postage, 3d.



CRICKET SHIRTS.
White or Brown Canvas, 4/3 pair.
4/6 6/6 7/6 each
Boys' from 3/6 each.
Postage, 3d.



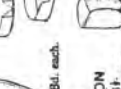
TENNIS SHOES.
White, or Brown
Canvas, Sewn Soles,
4/6 5/11 7/6 8/6 BOATING JERSEYS.
From 3/6 See list.



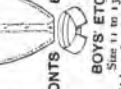
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White, or Brown
Canvas, Sewn Soles,
4/6 5/11 7/6 8/6 BOATING JERSEYS.
From 3/6 See list.



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From 3/6 See list.



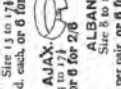
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From 3/6 See list.



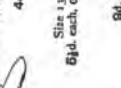
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From 3/6 See list.



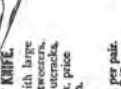
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From 3/6 See list.



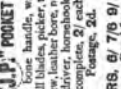
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From 3/6 See list.



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White, or Brown
Canvas, Sewn Soles,
4/6 5/11 7/6 8/6 BOATING JERSEYS.
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LEG GUARDS.

Superior make, warranted!
Chamois Leather,
with three straps, 6/9 pair.
Improved Mock Buck, 7/9
Youth's Chamois Leather,
with two straps, 4/6 pair.
Postage, 6d.



PARLOUR CRICKET.
At which 2 to 22 can play.
Regulation weightband
size, 6/9 pair. With directions for use, 1/9 each.
Postage, 3d.



LAWN TENNIS BATS.
In all weights.
2/3 3/6 5/6 7/6 each. Best, 12/3
Postage, 6d. per doz.

TENNIS MARKER.

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SCORING BOOKS.
The "J.P." 1/ each
Postage, 3d.

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THE "J.P." POCKET KNIFE.
Stag or bone handle, with large
and small blades, picker, tweezers,
corkscrew, leather bore, nutcracker,
screwdriver, horseshoe, price
complete, 2/ each.
Postage, 2d.

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BOULTON & PAUL, MANUFACTURERS, NORWICH.

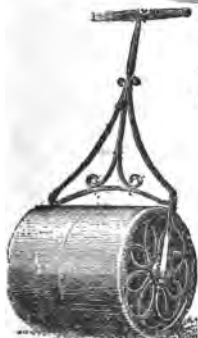
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Cash Price,
according
to Size and
Finish,
about
£198.

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Double Cylinder Roller with Balance Handle.

The Cylinders are cast in two parts, and have rounded edges, which admit of the Rollers being turned sharply to the surface of the ground, with the greatest ease, and without injury to the surface of the ground. Painted green and black, with varnished wood handles.

Reduced Cash Prices.

		Approximate Weight—cwt. qrs. lbs.		£	s.	d.
18 in. long by	16 in. diameter	...	2 0 0	...	1 18	6
20 in. "	18 in. "	...	2 1 0	...	2 3	6
22 in. "	20 in. "	...	3 0 0	...	2 11	6
24 in. "	22 in. "	...	3 2 0	...	3 2	6
26 in. "	24 in. "	...	4 2 0	...	3 10	6
28 in. "	26 in. "	...	5 1 6	...	4 12	6
30 in. "	28 in. "	...	5 2 0	...	4 16	9

No. 9. WATER CART FOR LIGHT HORSE.

For Water, Liquid Manure, &c.
Cash Price, Carriage Paid.

PAINTED. £ s. d.
To hold 100 gallons ... 8 10 0
Spreader for Clear Water,
extra ... 1 0 0
Spreader for Liquid
Manure, extra ... 1 0 0
Extreme width 4 ft. 6 in., wheels
3 ft. 4 in. high, tyres 3 in. wide.



No. 1 PATTERN
PUMP,
For Filling
or
Pumping
from
Water Cart.

Cash Price
29/- extra.
India-rubber Suction
Hose, 2/3 per ft.



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Small or Large D

NINE TENNIS CROQU

"Atlas," in the W
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safely say I have neve
woodland scenery in
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AND ALL THIS A
PALL MALL.

A Four-Horse Coach runs Daily
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This book should be returned to
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